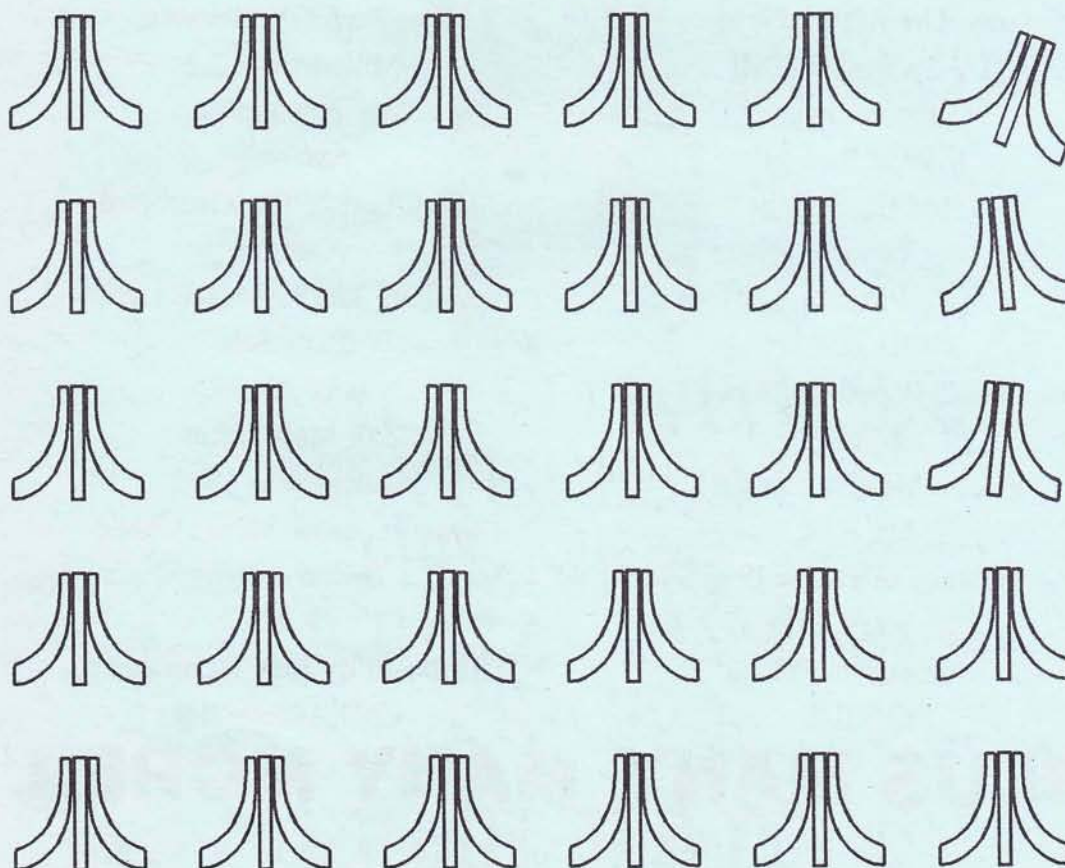


# SLCC JOURNAL

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SAN LEANDRO COMPUTER CLUB November 1989

October 17, 1989



The Quake of '89  
- still hanging in there -





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Many thanks to those who take the time and effort to contribute to this publication!

## San Leandro Computer Club

P.O. Box 1506

San Leandro, CA 94577-0374

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*If you are not a member yet, here is your chance. Or maybe you know of someone who would enjoy this timely info.*

**Questions? Call these guys!**  
**SEE YOU AT THE MAIN MEETING**  
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## Opinion

### How Bad Was It?

Jim Hood

*These comments about the October 17 earthquake are mainly for our exchange newsletter readers who don't live in the Bay Area.*

If you live away from California, you probably saw the TV news about our October 17 earthquake and believe that the Bay Area is in ruins. I live in Oakland and from what I've seen on TV I'd feel that way.

The earthquake was a great tragedy for many people. If you are related to, or friends of, any of the people that died in the earthquake, or if you lost your home and possessions because of it, then it is probably one of the worst things to happen in your life.

Many people in West Oakland, San Francisco's Marina district and elsewhere acted with outstanding heroism, risking their own lives, to search for and rescue victims of the earthquake.

If you live out of San Francisco, but work there, getting to your job is probably even more of a hassle than before.

It is without doubt the most talked about quake since San Francisco's big one in 1906, but for ninety percent of the people in this area the quake caused no appreciable injury or damage.

### How serious was it?

Serious enough that Frank Kliever relinquished editing this month's *Journal* to work 16 hour days inspecting damaged buildings in Oakland. He then spent the weekend trying to relocate the building inspection offices to a different building. The inspectors inspected their own building and condemned it.

To put it in some perspective:

- Fewer people were killed than in many commercial jetliner crashes. Less than 100 deaths are believed to have resulted from the earthquake. An airliner crash, on October 21, in Honduras killed 131 people.

- An estimated 14,000 people are homeless due to the quake. An estimated 150,000 people are homeless due to Hurricane Hugo.

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- Earthquake damage estimates currently range from \$2 billion to \$5 billion dollars. That sounds huge to me but Congress budgeted \$18.8 billion just to bail out failed savings and loan companies in 1989. Newspapers and TV claim that one rinky dink Southern California savings and loan, Lincoln Savings and Loan, owned by Phoenix millionaire Charles Keating, Jr., paid Senators Alan Cranston, John Glenn and a few others so they would pressure the federal Office of Thrift Supervision to look the other way while it mis-managed its assets. Finally taken over by the government it will supposedly cost taxpayers (you and me) \$1.5 billion to \$2 billion just to cover its insured depositors. That isn't even enough money to have the top federal thrift regulator, M. Danny Wall, removed from his job.

Or consider that a recent drug raid on a single warehouse, again in Southern California, netted the government a reputed \$7 billion worth of cocaine. Maybe it could sell that and pay for all the damages.



## Son of 8-Bit Beginner Boogie

*More wisdom from one of our regulars (well,,, two in a row)*

by Dave Morel

Hi, Bunky. Yes, I understand what's in your little heart. You've learned some basic BASIC, written a few simple programs, and it's OK, you guess, but wouldn't it be really neat if your Atari could make up its own program lines like those computers in the science-fiction stories do?

Yes, to answer your question, it would be really neat. And good news, Bunky, your Atari can make up its own lines, just like those fictional machines. Sort of, anyway.

In order to have your Atari accept a BASIC line, you must get that sucker on the screen and then hit the RETURN key while the cursor is on some part of the line. So all we gotta do is find a way make our computer print a line on the screen, locate the cursor on it and pop the RETURN key, and that little CPU is writing for itself. No problema, right? Right.

Let's take a quick look at a program that will do those very things for us:

```
10 GOSUB 100
20 FOR X=101 TO 200
30 ? X; "REM Whee"
40 COUNT=COUNT+1: IF COUNT=20 THEN
COUNT=0: GOSUB 70
50 NEXT X
60 END
70 ? "CONT"
80 POSITION 2,0: POKE 842,13: STOP
90 POKE 842,12
100 ? CHR$(125): POSITION 2,4: RETURN
```

If you type in the above, RUN it, and then LIST it, you'll find you have gained an additional 100 lines of program. How exactly has this happened? Let's start at the beginning and see.

Line 10 sends us to line 100 (this is something you may have been able to figure out on your lonesome). There we tell the computer to print CHR\$(125), which is one way of saying clear the screen. POSITION 2,4 means to begin printing 2 columns over and 4 rows down. We used a GOSUB for these commands because several times later we're gonna be doing the same things as part of a larger

subroutine and it looks nicer to only write stuff once.

Line 20 begins our loop and line 30 tells us what we want done in it.

Line 40 says that when we've done what we're doing 20 times we should reset the counter and scoot on over to the subroutine at line 70.

The beginning of our subroutine prints CONT (I'll explain this further down). With line 80 we go to the top of the screen, do a POKE, and then STOP our program. When we STOP a program that means we don't go any further with it. The reason we want to do that here is POKE842,13 tickles the RETURN key's funny bone and it acts as though it were continually pressed, and we want to give it time to race the cursor down the screen and turn our printed lines into program lines.

As soon as the cursor runs over CONT (for CONTinue), our program starts up again and does a POKE842,12 at line 90 which grabs the RETURN key by the collar and tells it to knock off all that nonsense and behave. And, of course, line 100 clears our screen, puts us into POSITION to do our thing some more, and RETURNS us to the loop.

If you want to, you can change the loop to add thousands of REMark lines to your program. By changing a few lines and adding a few more you can also have the program validate your REMark lines, LIST the program, delete the extra lines, and do the whole thing again. And again. And again. Hey, bring over that girl you've been trying to impress and do a few hours of it for her. Guaranteed, it'll be a date she'll always remember.

While writing stupid REMark lines is probably the most important and exciting thing you'll ever do with the RETURN key trick, it isn't the only possibility. With a little work and ingenuity you can create a routine that will use information you INPUT to write DATA lines. Or try writing a utility program that will delete a range of lines and then delete itself. The only reason I don't churn out a few quick demos for you is I want you to discover and grow on your own. It has nothing at all to do with my being terminally lazy. Honest.

Have fun.



## LDW POWER, Version 1.1

Updating My 12/88 Review

Jim Hood

Congratulations to the SLCC's Dave Roman who has started writing the spreadsheet column in the *ST Informer*. Now we know who to call when we have spreadsheet problems.

I reviewed LDW Power, Version 1.03 in the December 1988 *Journal*. This Lotus 1-2-3 style spreadsheet was such an improvement over VIP, the original ST workalike of 1-2-3, that I had no remorse over the \$100 spent on the program. My only criticism was that I could not get it to set font sizes from printer macros when printing to an H-P compatible laser printer.

I phoned and wrote LDW about this and never heard back from them, but they eventually came out with Version 1.1 earlier this year and my printer macros now do what is expected of them.

LDW lists several changes between my original and updated versions. Evidently the newer version processes several macro commands more like 1-2-3.

There is a choice of macro execution modes; either LDW Power mode or 1-2-3 mode. The LDW Power mode seemed to be more GEM oriented and versatile, so I left my defaults set to that and haven't even tried any macros under 1-2-3 mode.

I had to modify a macro that I created under Version 1.03 because the entry of parameters under FILE eXTRACT FORMULAS (VALUES) has been reversed, I suppose to increase 1-2-3 compatibility.

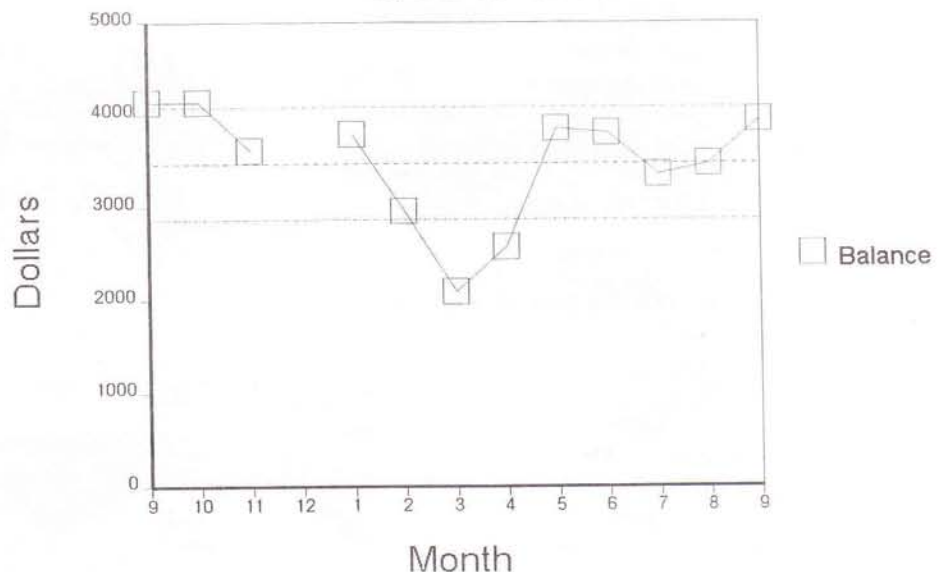
I still am fascinated that LDW Power can print GDOS text rotated 90° in its graphing routines while such GDOS stalwarts as Easy-Draw 3.0 cannot. Even Dan Fruchey, in his

November 1989 *Start* article on font editors, says that GDOS bit mapped fonts can't be rotated. Graphs that will be printed through GDOS should be sized using GRAPH SAVE X(Y)-FACTOR before saving to disk or printing. A size factor of 1 will fill a normal 8 1/2 x 11 page in portrait format, so it is a good idea to set the Y factor to .5 or smaller.

The accompanying graph of your club's bank balance was printed directly from LDW Power on an H-P compatible laser printer with an X factor of .7 and a Y factor of .4.

## SLCC BANK BALANCE

9/88 to 9/89



You must have a GDOS driver and fonts for your printer before you can use this particular printing method. The program comes with drivers and fonts for the Star NB15 and Atari SLM804 printers as well as Epson FX80 compatible printers. I use the Migraph H-P laser driver and fonts which work fine, as long as I remember to assign it a printer ID number of 21.

In my December review I emphasized the importance of using GDOS printer ID number 21. I even set it in **underlined bold** type.

Naturally, when I updated my GEMSYS file for Easy-Draw 3.0, I forgot this and spent



two days wondering why I couldn't print graphs.

Graphs can be saved to disk in GDOS format and loaded into programs such as Easy-Draw and PageStream for refinement. The text is not rotated in Easy-Draw and is ignored in PageStream. Also, some lines are duplicated over themselves, similar to what happens when a CAD 3-D 2.0 drawing is saved in GDOS format and reloaded into these programs. And I have had instances where LDW Power's text has gone kinda crazy during editing in Easy-Draw.

The August 1989 issue of *Start* had some interesting articles on user interfaces. In that regard, LDW Power makes the best use of the right mouse button of any program that I have used. Selections that are made by hitting the RETURN key can also be made by depressing the right mouse button. This saves hand movement from mouse to keyboard or cursor movement to dialog box choices.

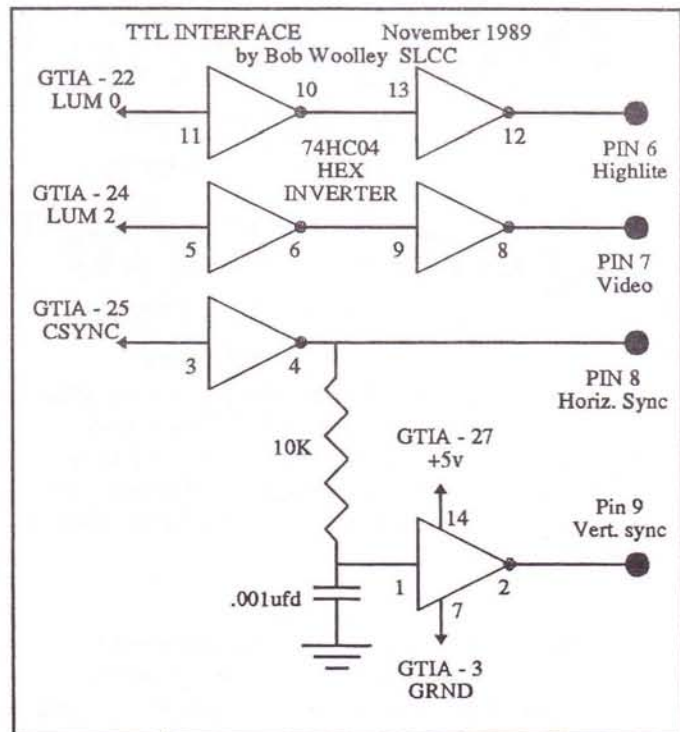
The XEP80 works best on a TTL monitor, if for no other reason than the display is crystal clear. Trouble is - some software won't run on an 80 column screen, so what do you do? Use two monitors? Or, do you work out a way to hook the TTL inputs to the 40 column outputs?

One problem with using a digital input device is that you no longer have the range of intensities that you had with an analog, composite unit. This circuit uses the highlite feature of the monitors to produce four levels, half as many as the normal GR.0 screen can produce. You will notice that some displays look a little strange because of this, but most text based applications come thru OK. On the plus side, the digital signals produce a razor sharp display - still 40 columns, but the best 40 columns you'll ever see. And, no, you cannot get color to work this way on an RGB monitor. Before I get in any deeper - in the event you should attempt this modification without being reasonably proficient at soldering and stuff, the SLCC will accept no responsibility for you trashing your Dad's 130XE.

The circuit is pretty simple but it does require you to solder inside your machine. On my first machine, I used a 5 conductor flat cable from inside the computer to a small, external plastic box that contained the IC and pc board. This method is not as nice as stuffing all the hardware inside the computer, but the 130XE doesn't have much (any) room. The arrows (5) are the wiring to the GTIA chip in whatever computer you are hacking (works on any 8-bit). The dots (4) are the wiring to the 9-pin connector used on the monitor. \*\*\* I just noticed

that pins 1 and 2 are not shown being connected to ground. Be sure to connect pins 1 and 2 from the 9-pin monitor plug to ground in the circuit. \*\*\* By the way, this does not affect your normal outputs at all. They still work just fine.

Bob Woolley





## THINGS I HAVE LEARNED ABOUT LASER PRINTERS

(and Wish I Hadn't)

Jim Hood

That's not true. It's good to learn stuff; I just wish I could learn some of it in other ways.

For instance, Dave Coffill brought by a couple of reams of Hammermill Laser Print paper one day and asked if I wanted it. He was having trouble getting his new H-P Deskjet Plus to print on it even though it was the same brand of paper he had used with his old H-P Deskjet.

I was glad to take it since Hammermill Laser Print is my regular paper. Our reams even had the same batch number stamped on them.

I stored his reams away until I needed to refill my printer. Suddenly my print quality went from marginal to really lousy, but being alert and of keen mind I never gave a second thought to the paper. I had previously noticed some loss of quality so I figured something needed replacing.

After spending much money and still getting lousy printouts, I finally remembered Dave's troubles with this particular paper. I tried some other paper and got cleaner pages. Eventually I dried the problem paper with a hair drier and the printouts were fine.

**Qume ScripTEN**

Version 47.0 Revision 1

Printed on damp paper.

**Qume ScripTEN**

Version 47.0 Revision 1

Printed on dried paper.

So I have learned to dry the paper a bit when I get poor printouts. However, Bob Woolley warns that paper which is too dry can absorb moisture from the printer rollers, causing damage. That is why some laser printer manuals advise against printing on both sides of a sheet.

### Shape Up

If you carefully measure the diagonal lengths of the box encircling this text, you will find them unequal. That is because my printer runs lines slightly downhill from left to right. A misaligned mirror probably causes this.

Bob Woolley graciously offered to tear my laser printer apart to try and find my mirror, but I just don't know...

### East is East & West is West

Some laser printers, and copy machines, take positively charged toner, others take negatively charged toner.

It is not good to put the wrong toner into your machine.

Some printers and copiers take toner cartridges. Others just have a toner hopper which is refilled. One advantage of cartridges is that it is easy to pull out a cartridge containing one color toner and replace it with a cartridge having a second color toner. Assuming cartridges with various colors are available.

Laser printers with Canon engines and Canon personal copiers all take toner cartridges. They are not interchangeable. Some are big, some small. Some have positively charged toner, some negatively charged toner.

Toner cartridges can be refilled, which is usually cheaper than buying a new cartridge. They should not be refilled too many times, since the other components, such as the drum, eventually wear out. Some people recommend a three refill limit.

Some toners are finer than others. Some will give better solid colors and more even grays. I don't know how to tell one from the other when they are on the store shelf. Shop around if you are dissatisfied. Don't shop around if you are happy. Good luck.

Some colored toners are more opaque than others. Opaque toners are good for printing on colored paper. Transparent toners are good for printing on overhead transparency films.

If you print onto a film, make sure it is suitable for your printer. It is bad to have film melt in your machine.

P.S. Wes Marlin, of Gary Indiana, wrote *ST Informer* with a tip for H-P Deskjet owners. He said there is a "free correct short ink cartridge life" kit available from Hewlett-Packard. It is supposed to be an easy to install kit that will extend the number of sheets printed per cartridge. He called (503)757-2002 to get his kit. Maybe you can find a closer service center.



## Pounding on the 8-Bits

*Buy your own / Share what you know / 8 bits are plenty*

by Bob Woolley SLCC

At the last meeting, I had a little 1020 printer/plotter set up with the idea that those who might be interested could see one in action. It was a nice thought..... Would have been nice if I had checked the diskette to see if maybe it was DD (since the Club's 1050 can't read DD). My diskette WAS DD and, of course, I couldn't read it. Oh, well - just look in the Library and use one of the dozens of 1020 goodies in there..... Dozens, he said? I did find one and got it going - some kind of crossword puzzle generator. Great. Looks like heck. Talk about doing everything wrong - I didn't miss a thing. I had brought a bad 1020. And this guy had worked just fine for hundreds of hours of plotting and printing! -?- (maybe that has something to do with it?)

This month, I will not only bring an XF551 to the meeting that will read a pizza box, but the 1020s will be new and thoroughly tested. New? Two of them? Sure! I had FOUR more new, in - the - box, 1020s. I didn't expect that dinky little, plastic geared, mechanism to last any where near as long as something like a really well - built component like a 1200XL, so I bought a lifetime supply some time back at very good prices. Little did I know..... After seeing the horrible print quality on my original 1020, I assumed that it was time to pop open a new plotter. Considering that the cost of a 1020 is currently less than 2 or 3 times the cost of a new ribbon for most printers, I felt that #1 had done pretty well for me. Little did I know..... So, out comes a new 1020. Gee, you get a power supply with each printer. Same kinda supply (9vac at 3.4amps) used on the 400/800, 1200XL, 1050 and XF551! Same kinda supply that some people charge you \$15 for. And another SIO cable. Great stuff! And, of course, another 1020. Hook it up, plug in the pens, run a plot - yeeeeek! It doesn't work! Hmmmmmm. Maybe I should have checked these guys when I bought them. Try another one. It doesn't work. I mean, neither of these new pigs work worth beans. My old printer works great compared to these things! That knot works it's way into the pit of my stomach. The light is beginning to come on. No wonder these things are sold so cheaply. Just my luck - the first one I bought was just fine. All the rest are going to be junk! Wrong again. The third 1020 works OK - I am afraid to open the fourth one.

Now, should 8-bitters just forget about 1020s? Well, maybe not. As neat as these printers are, it is worth a little looking into, I guess. Just happen to have a manual for this guy somewhere. Not that you need one, but the thing is held together with two screws that hide under the front rubber feet. Once through that, the case splits in half to expose the innards. Nice little mechanism. Two little stepping motors driving a zero - backlash gear/bobbin assembly. All nice and neat - except for the little plastic gears pressed on the motor shafts. These little guys are not much larger in diameter than the motor shaft. Not much material in the body of the gear. Being held on the shaft solely by friction, there is just too much stress on too little plastic - one or both of these drive gears have split to some extent, causing hangs and jams. Bummer. ALL the 1020s seem to have this problem, working or not.

Terrific. Now, all I need is a dozen little gears. I got started on this 1020 kick because the mail - order outfits (B&C, San Jose Computer, American TV,,) are selling the 1020, new, for \$20 or less! This should represent quite an opportunity for anyone who hasn't tried one of these little guys. Sure..... But, one of these outfits, San Jose Computer, lists replacement gears for a 1020 at \$5 a pair! Talking to them on the phone gets me some in the mail and, sure enough, they're the little gears I need. Now, the printer works fine! Replacing them is fairly easy - pull off the old ones and push on the new ones \*\*\* backwards \*\*\* and only far enough to engage the teeth completely. Now, you've got a good printer that'll last.

So, IF you get new gears from San Jose Computer, you can get a great little printer/plotter for \$20+5. You also get two sets of Atari pens which will dry out if you leave them uncapped. Radio Shack sells equivalent pens that you can leave out for weeks and weeks with no problems. They also have paper. They don't have software, though. I guess I'll have to search my disk pile for as much as I can find and bring it to the meeting - again. This time it'll work. Nice little printer. By the way, my old 1020 is not worn out - broken somehow, but it's not the print mechanics. I'll fix it and let you know. Not to worry.



# Download From Darryl

Compiled By *Darryl May*  
November 89.

Now also available in the Front Range  
Atari Users' Group newsletter.

The Portfolio is being sold. I spotted one at Horizon Computers in Denver. The retail price list is: Portfolio \$400, RAM cards (32K for \$80, 64K for \$130, 128K for \$200), AC Adaptor \$9.95, Smart Parallel Interface \$50, Serial Interface \$80. You can order and check pricing/availability through the Atari Portfolio Department at (800) 443-8020.

Sam Tramiel announced that H. Michael (Mike) Morand joined Atari on September 25, 1989 as the President of Atari Computer (U.S.).

Bob Brodie has taken over the position of Users Group Coordinator for Atari. A lot of good things are expected to come to all us with Bob handling this position.

## Atari in the movies

A very small clip of Ms. Pac Man appears in the movie "In Country". No credit is given to Atari but trust me, the video game system being played is really a 7800. [Ed. Note: Darryl knows this because he was the one controlling the game.]

"Indiana Jones and the Last Crusade" is now available for \$49.95. The game comes on 3 DOUBLE SIDED diskettes holding over 1.8 Megabytes. The single sided version will cost you another \$10. Included with the game is Henry Jones's 64 page diary. The diskettes are not copy protected but the game is protected by means of a symbol look up table.

Apple Computers wins a contract worth over \$2.5 million to supply 350 Mac IIs and accessories to American Airlines. The Macs will be used in American's new Systems Operation Control center in Fort Worth, Texas.

Alexey Pajitnov, the Soviet creator of Tetris and highly respected mathematician in the Soviet Union, has created another game called "WELL-TRIS". It is in the style of his earlier game Tetris in which the player manipulates falling shapes into solid rows at the bottom of the screen. Pajitnov, said in a message to WELLTRIS players, "The main thing is to construct in the square--always adding, improving, developing. This is my motto." The IBM version is done, with Mac and Amiga versions in the works. No word on an Atari version.

Nintendo threatens a lawsuit against Key Tronic, a company that does plastic and printed circuit board work for Atari Games. Nintendo and Atari Games currently have a number of lawsuits against each other.

IBM France cashes in on the virus scares by selling some 4,000 copies of a virus-hunting program for about \$40.

Until December 23, 1989 Creative Microsystems, the maker of the CMI Processor Accelerator, has reduced the direct order price from \$299.95 to \$180 or \$150 each if you order three. You can also order the board with the BLITTER chips. Current ST Processor Accelerator board owners can have the BLITTER chips installed in their board for \$40. Call CMI for more details about the BLITTER upgrade. The fast ROM version of TOS 1.4 is still not available. CMI can be reached at 19552 SW 90th Court; Tualatin, OR 97062; (503) 691-2552; 9-5 PST.

Here's the latest release schedule from Psynosis by the way of CSS: October "Stryx", "Never Mind", "Infestation", "Matrix Marauders"; November "Barbarian II" (not to be confused with the European release "Barbarian II" which is known in the US as "Axe of Rage"), "Carthage", "Killing Game Show"; December "Flash Dragon", "Gore", "Aquaventura", and "Shadow of the Beast".



Here's the latest release schedule from Electronic Arts for September through October. No releases for the 8-bit Ataris are scheduled. September "F-16 Combat Pilot", "Arrgh", "Indiana Jones (Action Game)", "Indiana Jones (Adventure Game)", "Pipe Dream", "Maniac Mansion", "Hillsfar", "Star Command". October "Ferrari Formula One", "D.R.A.G.O.N. Force", "Their Finest Hour", "Pool of Radiance".

Now shipping from Electronic Arts: F16 Combat Pilot -- for the Atari and IBM. F16 is a flight simulator with strategy. You have a large array of weapons, from "iron bombs" to laser-guided missiles (great for taking out those pesky tanks!). First, there are five different missions that you can fly. These teach you five of the basic roles that the F16 performs. When you pass them, you get into the strategic game. You view a map at a base; it shows your factories, fuel dumps and airfields, as well as the enemy's. You pick which targets to hit. You can also send up to four computer controlled planes to hit other targets on different parts of the map. When you have flown a mission, you can go back to base, and save your position. This is necessary, because winning the war on each map may take as long as 48 hours of game time. The game comes with eight different maps on which you can battle the computer. It also supports head-to-head dog fighting via null modem (on the ST) and over the normal phone lines on the IBM.

Here's the original English version of the TT flyer from Atari HQ:

### **The Power of a Workstation The New Atari TT Computer**

Premiering at the Dusseldorf Atari Fair, the TT, with the Motorola MC68030 processor, moves the ST family into the 32 bit realm, achieving a significant increase in computing power with full TOS compatibility. Our goal for the TT was to design an expandable computer that would combine ST compatibility with superior resolution, more computing power, and improved sound generating abilities.

#### **The 68030 CPU**

At the heart of the TT is a 16 MHz MC68030 processor, which allows a high degree of 68000 compatibility, while operating at a higher clock

speed and providing streamlined internal operations which make it even faster. The 68030 has built in 256 byte instruction and data caches, and an internal Memory Management Unit. Next to it on the board is a socket for an optional math coprocessor (MC68881/MC68882). Memory in the TT is a full thirty-two bits wide, both the ST RAM which is shared by the video logic, and TT RAM which is not shared. These factors combine to result in a memory bandwidth that is four times greater and program execution speeds up to 17 times faster than on the ST.

#### **ST Compatible**

In both hardware and software, the TT is compatible with the ST. All hardware registers are in the same locations as they are in the ST. The ST video modes work the same way on both TT and ST, because they are organized in memory the same way on both machines. Most important for ST compatibility is the operating system in the TT: TOS. With TOS as the TT operating system, existing programs can automatically use the improved resolutions of the new video modes, as well as the larger color palette, without any change to the software. All this ST compatibility has the obvious benefit of allowing TT owners to take advantage of the large and growing base of ST software.

#### **Graphics**

In addition to the three ST video modes, the TT has two new color video modes available on its VGA monitor: 640 horizontal by 480 vertical resolution with 16 colors, 320 horizontal by 480 vertical resolution with 256 colors. With a high resolution monochrome monitor, a 1280 by 960 resolution monochrome mode is available. All the color modes use a new, expanded 4096 color palette which is also available in the ST modes. Even ST monochrome (640x400) is actually a two color mode on TT; we call it "duochrome."

#### **Sound**

The improved sound system uses stereo 8-bit PCM (Pulse Code Modulation). This allows the TT to function as a digital tape player. The hardware also includes an automatic variable low pass filter, a stereo balance control and bass and treble tone controls. This sound is mixed through the internal speaker as well as being output via two RCA phono jacks located on the back of the machine. These features, combined with the high



power computing capabilities of the 16 MHz 68030, allow the TT to produce a wide range of high quality sounds.

## Interfaces

In keeping with the design goal of expandability, the TT has all of the ports familiar from the ST: MIDI, parallel, serial, and the Atari ACSI DMA port (for Atari hard disks, laser printers, or CD-ROM). The TT also includes a 25 pin SCSI port. One of the four TT serial ports can be configured as an industry-standard medium-speed SDLC network port. Of course, the machine also provides an internal speaker, a clock with battery backup, and a Mega ST compatible keyboard with ports for mouse and joystick.

## Expandable

In addition to the expansion capabilities provided by the TT's external interfaces, the TT is expandable internally as well. The housing can hold an internal hard disk and add-in memory cards. These memory cards allow the standard 2 megabyte TT to be expanded to 8 megabytes, or as much as 26 megabytes when 4 Mbit DRAM chips become available.

Another example of internal expandability is the

slot for a single standard "Eurocard" style VME card. This slot allows use of any of the large number of existing VME expansion cards. Some of the VME expansion options currently available include memory expansion, Ethernet and other network boards, coprocessors, graphics boards, and data acquisition (A/D and D/A converters). Already planned for TT VME expansion are an Ethernet board for networking, I/O port expansion, and graphics extensions.

## UNIX Option

The workstation-like capabilities of the TT will be complemented by an optional industry standard operating system. UNIX System V is being ported for the TT. Also available will be X windows as well as an X windows based graphic user interface, giving TT owners all the benefits of UNIX without all of the difficulties usually encountered.

## TT at a Glance

- ST compatible operating system, giving TT an extensive software library
- ST compatible hardware, including all the ST interface ports
- Three new graphics modes:
  - 1280 x 960 pixels high resolution monochrome
  - 640 x 480 pixels with 16 colors
  - 320 x 480 pixels with 256 colors
- All color graphics modes use an expanded 4096 color palette
- 16 Mhz Motorola MC68030 processor
- Socket for optional MC68881/MC68882 math coprocessor
- DMA with built in SCSI and ACSI ports
- Two serial ports, expandable to four ports.
- Parallel interface
- Detachable keyboard
- Internal "Eurocard" VME socket (A24/D16)
- Internal hard disk option
- 8 bit stereo PCM sound
- 2 Mbytes RAM, expandable to 8 Mbytes (26 Mbytes with 4 Mb DRAM)
- Real time clock with battery backup
- Network capable hardware

The Atari TT continues the Atari tradition of delivering Power Without The Price!

We reserve the right to change technical specifications without notice.  
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# MORAN'S Minutes

General Meeting  
October 3, 1989

The meeting was brought to order by President Sammons at 8:10 PM. All officers were present.

The President informed the membership of the new Telecommunication SIG location and introduced the one and only Mabel (STU) Stuart who will be the new SIG Leader. Mabel gave a short speel on STU'S PLACE BBS and it's latest multi phone line program. The BBS is currently running version 3 of the Michtron BBS program that allows several phone lines to the BBS at one time and allows users to talk to each other while on line. STU is not sure exactly what the final setup will be on the BBS and will probably experiment with it for a while before finalizing it's new features. Watch the Journal for other phone numbers and times and location for the SIG meetings.

The next item on the agenda was a short talk by our resident genius (and over aged hippy) Jim Hood who, after spending several years of his allowance trying to repair his laser printer, (which wasn't broken) came to the realization that you can't put wet paper in a laser printer and expect it to work. (might have to demote him to resident dunce if this keeps up)

It was announced that representatives will be at this month's ST SIG to demonstrate WORD FLAIR, the new document processor that Atari will be sponsoring. [ed. note: They were there. Things didn't work out between them and our MEGA 2, so they will return on 11/7/89.]

Finally the big deal of the night, our special guest from ATARI. Bob Brodie - User Group Representative. (still!!) Bob is on his way to an Atari Show up north and has been entrusted with a four megabyte ST with a built in 40 megabyte hard drive to deliver to the show. Needing to practice his demonstration technique before the show he brought it to tonight's meeting and asked

to practice on us.

Seeing as he didn't even know the price of this new toy, his demonstration wasn't too bad, considering. This new ST doesn't even have a mouse; that's extra! No color monitor either; also extra. He didn't even know the weight of it either. He wasn't even sure whether the 12 alkaline batteries that power it are included.

Some good points are that the little bugger seems to run all ST programs, seemed to excite our members who sat through the demonstration, the track ball is cute and overall the silly thing really looks impressive.

Who knows, the STACY (portable ST) might just be a good deal. To judge by the reactions of those at the meeting it will be a hit.

Many thank's again to Bob for thinking about us and bringing the STACY for us to drool over. Being no further business the meeting was adjourned at 10:15PM.

Respectfully submitted - Jim Moran - secretary





# November 1989

## SLCC CALENDAR OF EVENTS

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

			1	2	3	4
5	6	<b>Main Meeting</b> 8:00 PM San Leandro Library	8	9	10	11
12	<b>ST SIG</b> 8:00 PM San Leandro Library	<b>Telecomm SIG</b> 8:00 PM	15	<b>Business SIG</b> 8:00 PM	17	18
19	20	21	22	23	<b>Journal Deadline</b>	24
26	27	28	<b>ST Beginners' SIG</b> 7:30 PM	30		



### Membership Application for the San Leandro Computer Club

Yes, I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more for one low, low price. I have filled out the application below and am including my check for \$20.00 (or \$40.00 if I am outside the US or Canada). I can hardly wait!

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Monitor(s) \_\_\_\_\_ Modem(s) \_\_\_\_\_

Disk Drive(s) \_\_\_\_\_ Printer(s) \_\_\_\_\_

Other: \_\_\_\_\_

Programming Experience: ☐ Professional ☐ Average ☐ Learning ☐ Hate It

Programming Languages: \_\_\_\_\_

Interests: ☐ Business ☐ WordProcessing ☐ Hardware ☐ Education ☐ Music  
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## November ST Disks of the Month

### Features:

Two (2) Clip Art Disks---One disk is crawling with animals, the other has a variety of .IMG files.

One (1) Utilities Disk---Featuring an Anti-bomb program, an Anti-Virus Program, a Video Tape Cataloger, a new ARC Shell, an Installation Program for putting Falcon on a hard disk and a Disk Directory Printer.

These items and a whole lot more are available at the next meeting. Plus, check out the new graphic catalog Ken has created. This is a hard copy collection of all of the graphics available on our club disks. Very professional!



**More Magic from Ken!**

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**Next Meeting:**

***Word Flair***

**November 7, 1989**

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